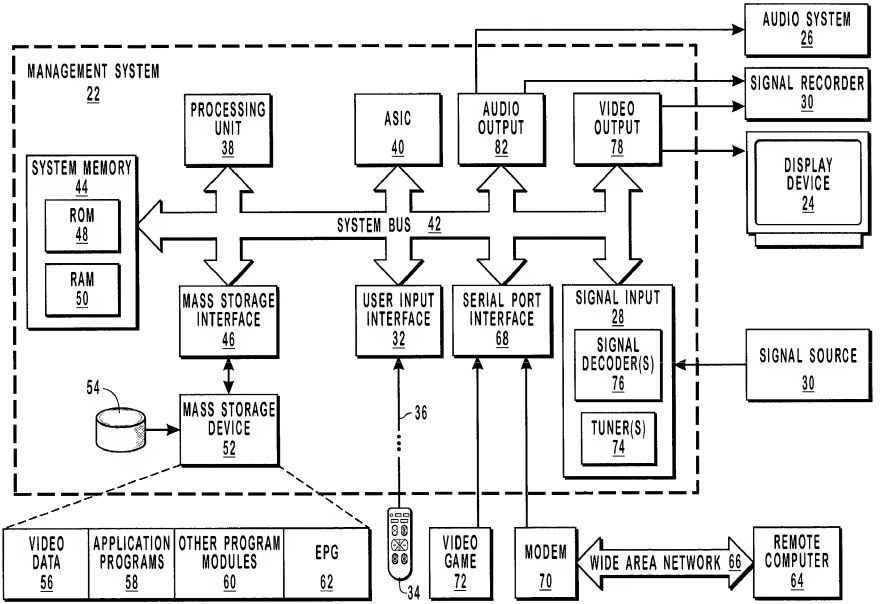
MANAGEMENT SYSTEM
22
PROCESSING UNIT
38
ASIC
40
AUDIO OUTPUT
82
VIDEO OUTPUT
78
AUDIO SYSTEM
26
SIGNAL RECORDER
30
DISPLAY DEVICE
24
SYSTEM MEMORY
44
ROM
48
RAM
50
SYSTEM BUS 42
MASS STORAGE INTERFACE
46
USER INPUT INTERFACE
32
SERIAL PORT INTERFACE
68
SIGNAL INPUT
28
SIGNAL DECODER(S)
76
TUNER(S)
74
SIGNAL SOURCE
30
54
MASS STORAGE DEVICE
52
36
VIDEO DATA
56
APPLICATION PROGRAMS
58
OTHER PROGRAM MODULES
60
EPG
62
34
VIDEO GAME
72
MODEM
70
WIDE AREA NETWORK 66
REMOTE COMPUTER
64

FIG. 1

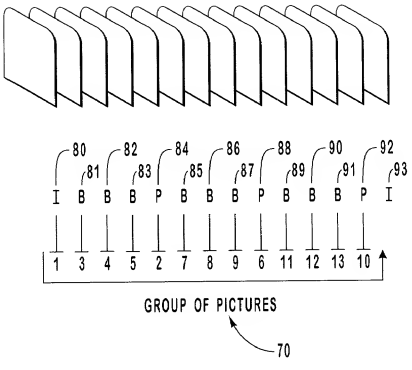

FIG. 2

EP 0 622 963 A2

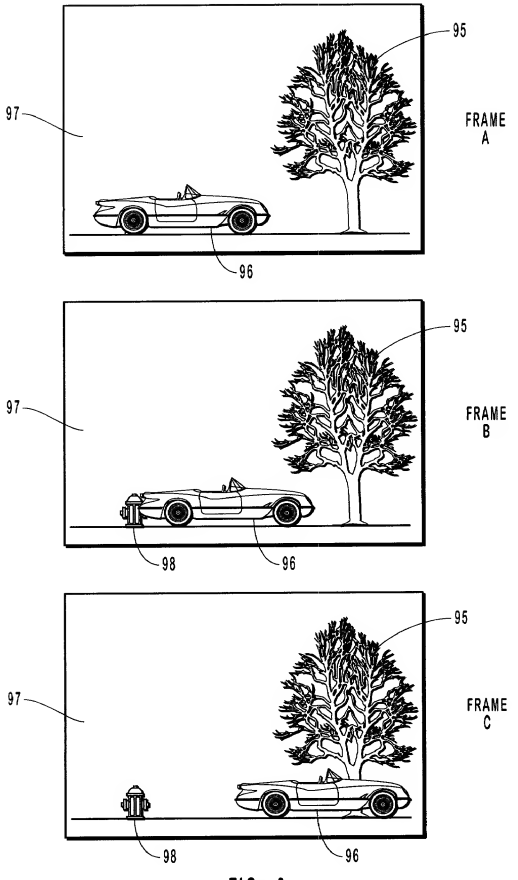

FIG. 3

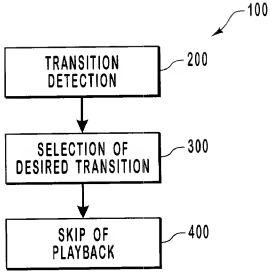
100
TRANSITION DETECTION
200
SELECTION OF DESIRED TRANSITION
300
SKIP OF PLAYBACK
400

FIG. 4

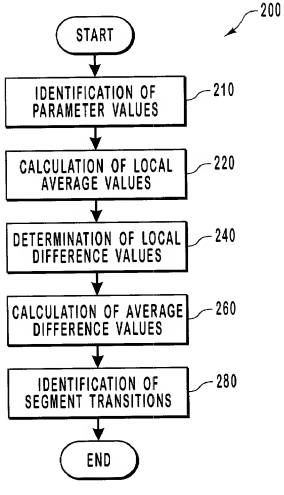
200
START
IDENTIFICATION OF PARAMETER VALUES
210
CALCULATION OF LOCAL AVERAGE VALUES
220
DETERMINATION OF LOCAL DIFFERENCE VALUES
240
CALCULATION OF AVERAGE DIFFERENCE VALUES
260
IDENTIFICATION OF SEGMENT TRANSITIONS
280
END

FIG. 5

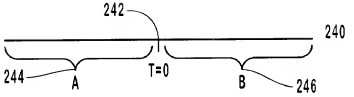

FIG. 6

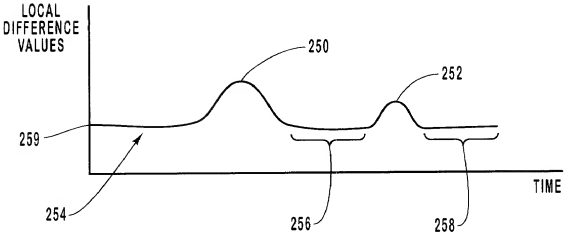

FIG. 7

260

CALCULATION OF AVERAGE DIFFERENCE

$$\frac{(DV_A + \ldots Dv_n)}{n} = A_{DV}$$

DIFFERENCE VALUE FOR PARAMETER A =3
DIFFERENCE VALUE FOR PARAMETER B =1
DIFFERENCE VALUE FOR PARAMETER C =3

$$\frac{3+1+3}{3} = 2.33$$

FIG. 8

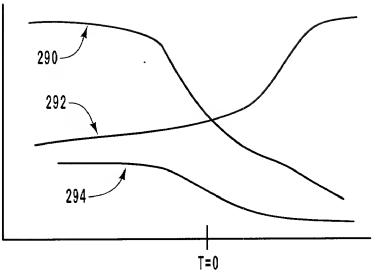

FIG. 9A

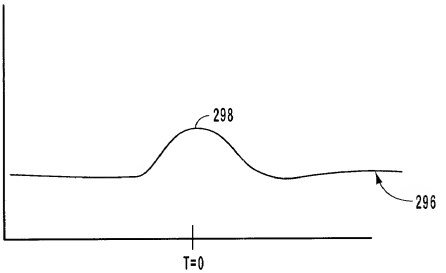

FIG. 9B

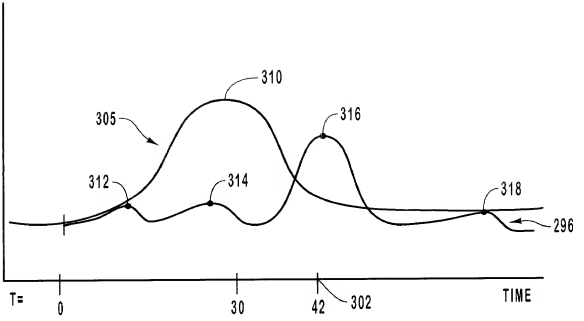

FIG. 10A

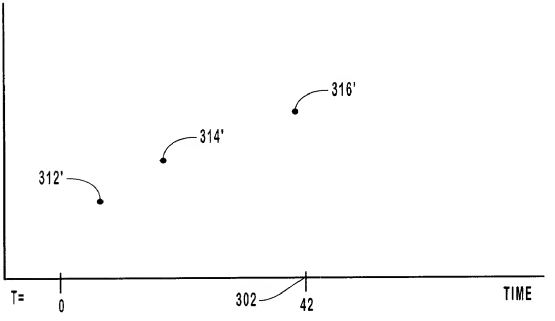

FIG. 10B